



XBOX



MAFIA



Safety

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Lost Heaven Courier

Issue: 324 vol. XVII

12 cents

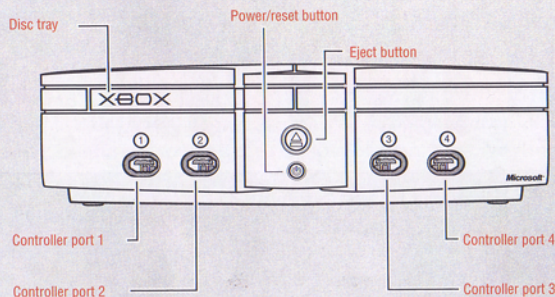
MAFIA



TABLE OF CONTENTS

Starting Up	2	Vehicles	8
Default Controls	4	Police	8
Options	5	Racing	9
Load and Save	5	Freeride	9
Heads-Up Display/H.U.D.	5	At Salieri's Bar	9
Map	7	Wanted	10
Combat	7	Credits	13

Getting Started



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the Mafia disc on the disc tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing Mafia.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

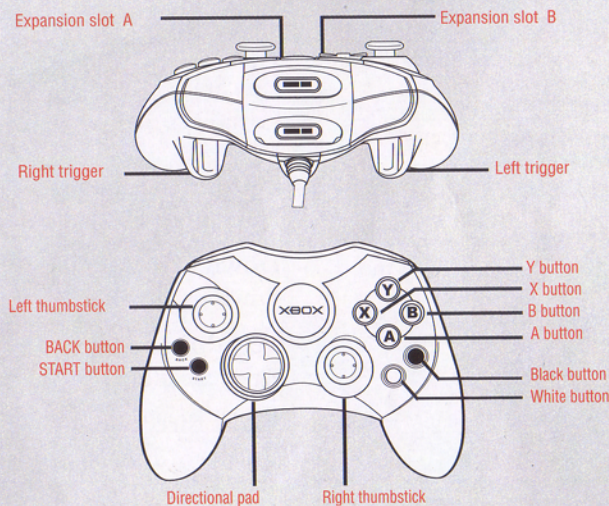
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox® Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Mafia.



Default Controls

A button:

Action / Accelerate

B button:

Handbrake (in car)

B button + Left thumbstick

Left/Right:

Roll

Y button:

Enter or exit cars / Pick lock

X button:

Reload / Brake

Right Trigger:

Fire / Recover car (only in racing modes) / Sniper scope

Left Trigger:

Jump and climb

Black button:

Turn to next enemy (right)

White button:

Turn to next enemy (left) / Speed limiter (in car)

Left thumbstick:

Walk / Run / Steer

Right thumbstick:

Aim / Look left, right, back (in car)

Press Left thumbstick:

Crouch / Horn

Press Right thumbstick:

Center view / Change camera (in car)

Up directional pad:

Next weapon

Down directional pad:

Previous weapon

Left directional pad:

Drop weapon

Right directional pad:

Holster / Empty hands

Back button:

Map

Start button:

Pause menu / Show objectives

Options

Controls: Select the controller configuration.

Y axis: Normal / Inverted

H.U.D.: On / Off

Vibration: On / Off

Screen Adjust: Adjust the screen position.

Sound Volume: Adjust the volume level of the sound in the game.

Aim Sensitivity: Adjust the aiming sensitivity.

Load and Save

Mafia is an auto save title that will record games to your Xbox hard drive. When you first start a new game you will be prompted to create the profile that will be used for storing your progress through the game. When resuming a game, select your profile from the profile menu and then continue game from the main menu. Additional hard drive free space is required for each profile created.

Heads-Up Display / H.U.D.

When on foot:

- 1. Compass:** Directs you to the next mission location.
- 2. Weapon icon:** Using the Up and Down directional buttons, the player can cycle through the weapons currently in Tommy's possession.
- 3. Health meters:** Displays health levels for Tommy and anyone supporting him.
- 4. Ammo:** Displays the rounds and ammunition available for the selected weapon.
- 5. Crosshair:** To assist aiming.



Heads-Up Display / H.U.D.

When driving:

1. **Compass:** Directs you to the next mission location.

2. **Radar:**

White Symbol: Civilian cars

Yellow Symbol: Trains

Red Symbol: Enemy vehicles

3. **Stopwatch:** Displays the time limit in which objectives must be completed.

4. **Action symbol (!):** Is displayed when Tommy can interact with objects in the environment and/or enter and exit cars.



5. **Speedometer:** Displays the current speed.

6. **Speed limiter:** The yellow icon indicates that the speed limiter is on.



Map

The city map is displayed by pressing the Back button and displays information relating to the current mission. The Left thumbstick can be used to move around the map and the Right thumbstick analog stick can be used to zoom in and out.

Yellow Triangle: The position of the player.

Blue Cross: The location of the next objective.

Blue Arrow: Location of the next objective (if its exact location is currently off screen)

Combat

When in hand-to-hand combat, holding down the right trigger button increases the strength of Tommy's hits.



When reloading you will lose any rounds left in the magazine unless you are using a shotgun.

Vehicles

Obtaining Cars

After being taught how to steal cars by Ralph, you can steal these cars when on the streets of Lost Heaven. To steal a vehicle, stand next to the driver's door, press the Y button and wait until the unlocking bar is full. If a vehicle is occupied you will pull the driver from his seat and be able to drive off with his car.

Speed limiter

Speeding will attract the attention of the police so make use of the speed limiter by pressing the Left trigger button when driving to stick to the speed limit.



Garage

As you progress through the game, newer models of cars will appear on the streets of Lost Heaven. When you complete a mission you will have the option to carry forward the car you are currently driving by saving it in the garage.

Train

If you find yourself without a car you could always jump on a train to get around Lost Heaven.

Police

The police patrol Lost Heaven as they would in any other city, on foot and in patrol cars.

They will fine you for committing minor offenses or arrest you for more serious crimes, using force if necessary.

Ticket icon: The police will stop and fine you.

Handcuffs icon: You are wanted; you can evade the chasing officers on foot or in a vehicle. Keeping out of sight and changing vehicles is the best way to throw them off your tracks.

Gun icon: The police will use force, if necessary, to bring you in.

Racing Freeride

Select this option to race either single races or in a championship around various locations in Lost Heaven. As you progress through the main game more locations and vehicles will become available.

Select Free Ride to drive freely around Lost Heaven and the surrounding countryside. You can collect money working as a taxi driver or by fighting with gangsters and destroying cars. With the money you can pay to heal yourself at the city hospital or repair your car at Bertone's.

At Salieri's Bar

Most of the missions in the game will begin at the Salieri Bar. The bar serves as a base for Salieri family meetings and where the Don, or his consigliere Frank, set you your tasks. After you have been briefed you will generally be required to collect equipment for the mission.

Vincenzo works in a small workshop next to the yard and he can provide you with weapons. Ralph, the family's car mechanic, works in the yard itself and can provide you with vehicles for your missions.

Most missions end when you return to Salieri's.



WANTED



Tommy Angelo

Tommy's the main character in the game. Originally a cab driver, but due to a combination of unpleasant circumstances he is forced to join the Mafia. Tommy is all in all a nice guy, but a tough childhood and life in the 1930s have changed his moral values a little. Thus, he's capable of doing things that a normal person wouldn't understand, but his conscience sometimes haunts him.



Norman

Norman's the typical example of a detective brought up through the school of hard knocks. He's a scruffy, tough guy, who acts like he hates everybody around him. Tommy tells him his story, but doesn't get much sympathy.



Don Salieri

The boss of the family that Tommy works for. He's a guy who's lived through a lot and doesn't get excited too easily. He's typical of a Mafioso who hasn't built up his position just for money and doesn't always kill to get what he wants. He's friendly, but when he gets tough he can become dangerous. Sometimes business is more important than friendship to him.



Paulie

Tommy's sidekick, an energetic and hot-tempered guy, who sometimes behaves completely unexpectedly. If he likes some-body he is the most loyal friend you could have, someone you can always rely on; if he doesn't cause you problems that is. Tommy and him are the greatest of friends and often work and have fun together.



Sam

Sam's another associate of Tommy's. On first sight, he just looks like an average guy with a friendly smile. He's big and sometimes clumsy. He's also shy and doesn't talk a lot. He often works with Tommy and Paulie and they are good friends.



Frank

Frank is Don Salieri's best friend, associate and advisor. His main concern is family finance and the legal side of business. He is well suited to this. At first sight he doesn't seem to belong among these criminals, as he is a very quiet and inconspicuous nice guy. He does his work mainly because of an attachment to Don Salieri, as well as their mutual past. They grew up together in a poor quarter and thanks to the Don he gained most of what he has, so he can't just turn his back on him. If he'd grown up in any other place he would certainly be a successful lawyer or businessman.



Vincenzo

He has worked for the family for a long time and it means everything to him. It's strange that such a good guy like Vincenzo found his greatest love in guns, but that's why he takes care of Salieri's arsenal of weapons and selects the best equipment for a mission.



Ralph

Ralph is excellent when it comes to dealing with vehicles. He can take apart, repair, improve and then rebuild whatever he gets his hands on. His world revolves around anything on four wheels, and he knows little about anything else. That's why he'll only talk about vehicles, though even conversations about vehicles aren't easy for him.



Morello

Morello is Salieri's main adversary. Where Salieri opts for negotiation, Morello uses an army of men with Thompsons. Where Salieri punishes treachery, Morello indiscriminately shows his might. Because of this he has a big influence in the city, which he is trying to extend into Salieri family territory. He is greatly helped by his brother Sergio. However, he ultimately destroys everything he's involved in through his overly brutal behavior.



Lucas Bertone

Lucas is a pleasant Italian of middle age, a car mechanic for the rich. He is very big-hearted even though, in view of the services he provides to the Mafia, he is no saint.

NOTE: Although not part of the Salieri family it's often worth visiting Lucas when you have spare time as unlike Ralph, Lucas's work means that he has access to some of the more luxurious and exotic cars in the city.

Credits

Illusion Softworks

Development Director
Petr Vochozka

Producer
Lukáš Kuře

Lead Programmer
Dan Doležal

LS3D Engine Director
Denis Černý

Music
Vladislav Šimůnek

Director of Photography
Tomáš Hřebíček

Art Director
Pavel Čížek

Written and Directed by
Daniel Vávra

Level Design
David Šemík
Pavel Tretera
Pavel Brzák
Lukáš Kuře
Radek Pešl

Programming
Martin "Branner" Brandstätter

**Collision, Facial Animations
and Cutscene Editor**
Daniel "Gif" Čapek

AI Programming
Jiří "Jipo" Pop

Physics Engine Programming
Václav Král

LS3d Engine Team
Radek Ševčík
Tomáš Blaho
Pavel Dlouhý
David Levinský

Additional Programming
Aleš Bořek

LS3D Editor Plug-ins

Marek Rabas
Miroslav Ondruš
Tomáš Štěpánek

Character Design
Roman Hladík

Special Effects
Jan Straka

3d Artists
David Šemík
Pavel Tretera
Tomáš Hřebíček
Michal Mach
Milan Šáffek
Pavel Procházka

2d Artists
Pavel Čížek
Roman Hladík
Jan Straka
Milan Šáffek

Graphic Design
Daniel Vávra
Pavel Čížek

Additional Graphics
Jan Zatecký
Benedikt Záhora
Aleš Filka
Michal Beran
Pavel Grim
Radek Marek
Eduard Doležal
Martin Duda
Michal Babjár
Karel Matějka

Animations and Cutscenes
Michal Mach
Patrik Marek
Zbyněk Trávníček
Štěpán Prokop
Roman Hladík
Lukáš Homola

Storyboards
Martin Dvořák
Tomáš Hřebíček

Motion Capture Actors
Tomáš Sedláček
Josef Vašek

**Additional Motion Capture
Actors**

Jiří Alán
Jan Konečný
Zdeněk "Denny" Ratajský
Katerina Svobodová
Petra Hřebíčková

Stunts
Martin Šebela
Karel Malčík
Vojtěch Malčík
Jiří Puchýř

Sound Engineers
Michal Chovanec
Petr Klimunda
Jan Absolín

Illusion Softworks Testing Unit

Lead Tester
Vladimír Nečas

Testers
Jiří Matouš
Libor Kvasnička
Michal Axmann
Josef Vašek
Viktor Procházka
Jan Kittler

External Beta testers
Jiří Vašek
František Sitárik
Vladimír Šenflok
Petr Baláš
Tomáš Bezděk
Jindřich Průža
Jiří Dočkal

Lead Tester PS2
Jiří Matouš

Testers PS2
Petr "Klinger" Kislinger
Ondřej "Ramgee" Kytlica
Jiří "37" Rezáč
Pavel "Cože" Stanec
Viktor "Ddare" Špička
Pavel "Krygl" Klůgl
David "Segafan" Los
Martin Valášek
Vladan Rychtařík
Václav Janišťin

Technical Support

Petr Olšanský
Tomáš Hocek

Weapons Advisor

Jan Krémář

Czech Voice Talent Casting

Jakub Saje
Daniel Vávra
Czech Voice Talent Sound Engineer
Petr Mekina

Recorded at

MC Productin Prague

Music Orchestrated and

Conducted by
Adam Klemens

Music Supervisor

Jiří Zobač

Sound Engineer

Vladimír Fila

Orchestra

Bohemia Symphonic Orchestra

Contractor

Jiří Křížanovský

Recorded at

Studio B
National Theatre
Prague

Mixed and Mastered at

Evoo Studio

Gathering Test Team**Game Analyst**

Jameel Vega

Test Team

Devin Smither
Chris Plummer
William Rompf
Scott Peterman
Chris Choi
Mike Hong
Brian Alcazar
Elizabeth Satterwhite
Tammy Beatty
Gene Overton

Gathering Production Team

Graeme Struthers
Luke Vernon
Andy Morley
Sarah Seaby
Christina Camerota
Terry Donovan
Jamie King
Gary J. Foreman
Jeff Rosa
Christoph Hartmann
Susan Lewis
Sandeep Bisla
Lance Williams
Rich Huie
Jennifer Kolbe
Jenefer Gross
Greg Ryan
Jay Fitzloff
Jeff Castaneda
Hosi Simon
Daniel Einzig
Norbert Morvan
Adam Tedman
Richard Kruger
David Youn
Paul Yeates
Mike Cala
Tony King
Peggy Yu
Eric Duncan
Adam Fenton
Greg Bauman
Anne-Marie Simms
Chris Mate

QA Lincoln**QA Manager**

Mark Lloyd

Lead Tester

Kevin Hobson

Testers

Andy Mason
Mike Blackburn
Andy Webster
Steve McGagh
André Mountain
Phil Deane
Dave Lawrence
John Ealam
Mike Bennett
Lee Johnson
Mike Emeny

Localisation Testers

Antoine Cabrol
Alain Dellepiane
Chris Welsh

Voice talent

Tommy Mike Sorvino
Paulie William DeMeo
Salieri George DiCenzo
Sam Matt Servito
Frank Dan Grimaldi
Vincenzo John Tormey
Ralph Jeff Gurner
Norman David O'Brian
Sarah Cara Buono
Morello John Doman
Luigi Paul Scannapieco
Yellow Pete Ray de Mattis

Music

"Minor Swing" Django Reinhardt and The Hot Club de France
Disc A: Paris 1937, Track 19, JSP Records

"Rhythm Futur" Django Reinhardt and The Hot Club de France
Disc B: Paris 1939-1940, Track 9, JSP Records

"Coucoun" Django Reinhardt and The Hot Club de France
Disc B: Paris 1939-1940, Track 12, JSP Records

"Vendredi" Django Reinhardt and The Hot Club de France
Disc B: Paris 1939-1940, Track 18, JSP Records

"Oiseaux des Iles" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 2, JSP Records

"Belleville" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 9, JSP Records

"Lentement Mademoiselle" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 10, JSP Records

"Douce Ambience" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 11, JSP Records

"Manoir des Mes Reves" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 12, JSP Records

"Cavalerie" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 14, JSP Records

"Coquette" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 19, JSP Records

"Echoes of France" Django Reinhardt and The Hot Club de France
Disc C: Paris & London 1940-1946, Track 22, JSP Records

"You Rascal, You" The Mills Brothers
Chronological Volume 1 Track 6, JSP Records

"Chinatown, My Chinatown" The Mills Brothers
Chronological Volume 1 Track 17, JSP Records

"Tiger Rag" The Mills Brothers
Chronological Volume 1 Track 21, JSP Records

"Out For No Good" The Mills Brothers
Chronological Volume 3, Track 17, JSP Records

"Moanin' For You" The Mills Brothers
Chronological Volume 3, Track 22, JSP Records

"Caravan" The Mills Brothers
Chronological Volume Five, Track 6, JSP Records

"Long About Midnight" Louis Prima
Volume 1. 1934-35, Track 3, JSP Records

"Sing It Way Down Low" Louis Prima
Volume 1. 1934-35, Track 5, JSP Records

"I'm Living In A Great Big Way" Louis Prima
Volume 1. 1934-35, Track 18, JSP Records

"I'm Not Rough" Lonnie Johnson
Playing With The Strings, Track 9, JSP Records

"The Mooche" Lonnie Johnson
Playing With The Strings, Track 14, JSP Records

"Jet Black Blues" Lonnie Johnson
Playing With The Strings, Track 19, JSP Records

"You Run Your Mouth and I'll Run my Business"
Louis Jordan and his Tympany Five
Disc A: 1938-1940, Track 16, JSP Records

JSP RECORDS (WWW.JSPRECORDS.COM)
PO BOX 1584, LONDON, N3 3NW. U.K.

"Lake of Fire" by Lordz of Brooklyn appears courtesy of Tunnel Vision Media.

"La Verdine" by Latcho Drom appears courtesy of Musiques du Soleil

Thanks to:
Michal Bačík
Vladimír Čížek
Štefan
Aaron Rigby

All of our families, wives and girlfriends for all the support we have had from them for such a long time. All of the vintage car owners that gave us technical information and advice.

AVAILABLE NOW

CONFLICT: DESERT STORM II

BACK TO BAGHDAD



©2003 SCI Games Limited. All rights reserved. Conflict: Desert Storm II Back to Baghdad is a trademark of SCI Games Ltd. SCI Games Ltd. is a subsidiary of SCI Entertainment Group Plc. Developed by Pivotal Games Limited. © 2003 Take-Two Interactive Software, Inc. Gathering is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Gathering and the Gathering logo are trademarks of Take-Two Interactive Software, Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Entertainment Software Association.

WARRANTY

Gathering warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Gathering or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Gathering shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if Gathering has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

GATHERING

622 BROADWAY 4TH FLOOR NEW YORK, NY 10012

For technical support in the US, please call 1-866-933-9191 or email usa@take2support.com. For technical support in Canada, please call 1-800-638-0127 or email canada@take2support.com.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

Default Controls

